

JOURNEY

TO THE CENTER OF THE EARTH

MANUAL

INTRODUCTION



Meet Ariane, a young and ambitious photo-journalist who stumbles on an adventure that will turn her life upside down. Her destiny, dramatically changed by a freak accident, will lead her to discover a world, forgotten by time. Is this the break she's been waiting for to make it to the top of her field? The moral choices Ariane

makes will determine the future of this forgotten world. Will she help save these strange beings and their home - already in peril - or launch her career by exposing their story and threatening their very existence? Cross the threshold into the unknown for an unparalleled adventure.

SYSTEM REQUIREMENTS

Minimum:

Windows 98/Me/2000/XP
Pentium III 500 MHz
64MB RAM
16MB DirectX compatible video card
CD-ROM Drive 8X
700 MB free disc space

Recommended:

Windows 98/Me/2000/XP
Pentium III 600 MHz or higher
128MB RAM
32MB DirectX compatible video 3d
accelerated Video Card
CD-ROM Drive 24X
700 MB free disc space

Uninstall *Journey to the Center of the Earth*

To uninstall *Journey to the Center of the Earth*, follow these steps: From the Start Menu choose -> Programs -> Frogwares -> *Journey to the Center of the Earth* -> uninstall *Journey to the Center of the Earth*. Follow the on-screen instructions.

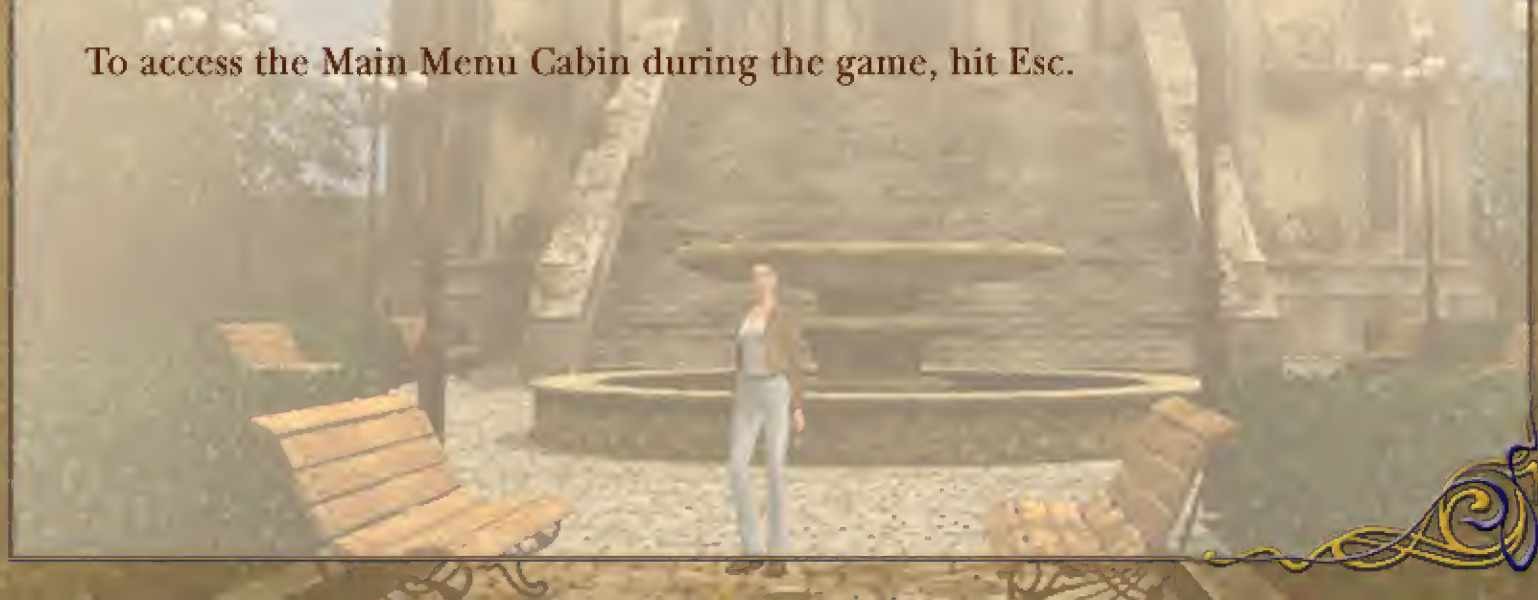
MAIN MENU



When you launch *Journey to the Center of the Earth*, you arrive in the main Menu Cabin where you will have access to the following options:

Location	Legend	Meaning
Red Armchair.....	New Game.....	Begin a new game
Control Panel with small hand lever or Esc key	Return to the Game...	Continue playing a game in progress
Machine.....	Options.....	Change settings (sound and graphics)
Television.....	Save.....	Load or save a game
Photo camera.....	Credits.....	Credits
Door.....	Quit.....	Quit the game and return to Windows

To access the Main Menu Cabin during the game, hit Esc.



SAVING A GAME



Be sure to save your game frequently. To save your game, click on the overhead television in the Main Menu Cabin. A Save and Load menu appears. Choose a free slot by clicking on the left or right side of the screen. Click "Save"; you see a picture relating to your game as well as the date and time you saved the game. Your game

is now saved. To close the Save and Load menu and return to the main Menu Cabin click the "Back" button or hit Esc on your keyboard.

To save a game over another, choose the game that you wish to replace and then click "Save". Click on "yes" to validate your choice or to "no" to choose another location. The new game is saved on the location you chose. To return to the Main Menu Cabin without saving the game, click the "Back" button without clicking on "Save".

Avoid saving games over one another by choosing a free slot.

LOAD A GAME

To load a game, proceed the same way you did when saving your game: click on the overhead television in the Main Menu Cabin. The Save menu appears. Choose the game you want to play and then choose "Load" and the game will launch. To leave this menu without loading a game click on the "Back" button and you will return to the Main Menu Cabin.

OPTIONS



You can change the graphics and sound settings at any time during your game. In the Main Menu Cabin click on the overhead monitor located on the upper left of the cabin.

Display

Definition	
resolution.....	Set screen resolution
colors.....	Set color definition (Choose 32 bits for best quality)
frequency.....	Set the frequency of your LCD display
brightness.....	Set the brightness of your screen in the game

Sound

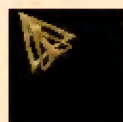
sounds.....	Set the volume of the sound effects
music.....	Set the volume of the music
voice.....	Set the volume of the voices

Preferences

anti-aliasing.....	Allows anti-aliasing (better definition of the images)
shadow.....	Simple or complex shadow
read comments.....	Written on-screen dialog and commentaries
show reading.....	Dialog speed

The graphics settings automatically adjust to your computer's video card. However, you may modify them if your configuration allows it.

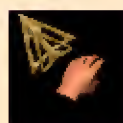
THE CURSORS



Default Cursor..... By clicking, Ariane will walk to the location of the cursor. A double click will make Ariane run to the location chosen. No other action is possible.



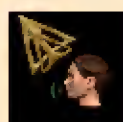
Movement Cursor.... Indicates to go to the certain place. Ariane changes view. A double click will make Ariane run to this place.



Action Cursor..... Indicates that an action is possible: to open the door, push a switch or add or collect a missing object.



Analyzer Cursor..... Indicates that Ariane's computer can analyse an object: the object is photographed and added to the documents or indexed in her encyclopedia.



Dialog Cursor..... Indicates that Ariane can engage in dialog with a person.

INVENTORY



The inventory lets you collect the numerous objects that you will find. When the Action Cursor appears over an object you can take the object by clicking on it. The object will then arrange itself automatically in the inventory bar. To open your inventory bar, right-click your computer mouse at any time during the game. The inventory bar appears at the bottom of your screen without interfering with the game.

Roll the cursor over any object and additional information will pop up.

Click on the arrows on the left and on the right side of the inventory bar in order to look up your entire inventory. To take an object, left-click on the selected object: it is now attached to your cursor and you can use it in the game.

If you want to put your object back into the inventory, click in the inventory bar again. It is possible to combine objects in your inventory by taking one object and placing it on another object. The appearance of the new or modified object indicates if the attempted combination was correct or not.

ARIANE'S COMPUTER



Ariane can access her laptop computer at any time during the game. It includes numerous functions that help her in her quest and allows her to receive news from the outside world.

To access the computer, right-click to go to the inventory bar. You will find the computer on the very left of the bar. You may now select various functions.

Once the computer is up, choose the topic you want to cover by clicking on one of the icons at the top of the screen. The contents are displayed in the left column of the screen. Select a document. To display multi-page documents scroll the pages by using arrows at the bottom.

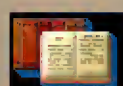
To shut down the computer click on the computer icon in your inventory bar or on the arrow at the top right of the computer screen.

Once the computer has recorded a new document, it warns you with a sound and flashes in the lower left corner of the screen. Click on the flashing symbol to receive the new information. The document is then located in the file that flashes on the computer screen. The laptop icon will continue to flash until you retrieve the new document.

ARIANE'S COMPUTER ICONS



My Documents..... All the documents that Ariane receives, collects or sees are stored in this folder of her computer.



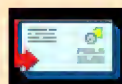
Encyclopedia..... The encyclopedia provides information on certain objects and allows you to examine objects.



Mail..... During the game Ariane receives e-mails from the outside world...if her connection works under earth!



Send..... Send e-mails.



Inbox..... Indicates that new e-mails have arrived.



My Photos..... Ariane is a professional photojournalist: she saves pictures as proof of her amazing discoveries.

CREDITS

Frogwares

President

Wael AMR

Producers

Wael AMR

Pascal Ensenat

Game Designer

Aurelie Ludot

Production Assistant

Sergei Geraschenko

Vladimir Horodnichiy

Yana Markova

Programming

Felix Borikhin

Concept Art

Marina Orlova

Roman Kepkalo

3D Design

Ruslan Gabdrahmanov

Maxim Scherbakov

Animators

Piotr Shalkewitch

Artists

Ludmila Kotsurba

Anna Hodakova

Alexander Alexandrov

Olesya Gook

Music and Sounds

Pteroduction Studio

Alexander Dudko

Voice Actors

Kristen Undowitz

John Bell, Jess Price

Bob Hurley

Rob Tromb

Jon Wilson

Kate Goodwin

Paula Sangeeler

Shane Walker

Brent Byrne

Special thanks to

Jules Verne

Epilepsy warning

Some people are likely to suffer from epileptic attacks, or loss of consciousness, particularly when looking at some types of strong flashing lights: rapid succession of images or repetition of simple geometric shapes, flashes or explosions. Such people leave themselves open to the risk of attacks when playing some video games which include such stimulation, even if they have no medical history or have never experienced such attacks themselves. If you or a member of your family have already displayed symptoms associated with epilepsy (attacks or loss of consciousness) when faced with flashing lights, consult your doctor before using the product. Parents should pay particular attention to their children when they are playing with video games. If you or your child displays one of the following symptoms: vertigo, blurred vision, eye or muscle spasms, disorientation, uncontrollable movements or convulsions, or brief loss of consciousness, YOU MUST STOP PLAYING IMMEDIATELY and consult a doctor.